Keeper

Standing not quite alone among the remains of an ancient battlefield, a human bargains with the shade of an old soldier, offering to share some of the privileges of mortal life in return for spiritual power and protection. A bargain is made, and the soldier vanishes, joining the human's collection of spirits.

Grasping tight the leash locked round the neck of their hellhound, a tiefling brandishes a knife in their other hand as the hound spits sparks and cinders from the gaps between its jagged teeth. The tiefling barks an order, and the leash drops; the hound howls, loud and angry, and it bolts forward after its master's enemy with hate in its eyes and fire in its belly.

Islands of calm in an ocean of chaos, a genasi fights side-by-side with their companion, a crackling stormcloud trapped in humanoid shape by burnt rags and bandages. As one, both keeper and companion fall into other, merging into a singular being, veins pulsing with blue light, and the battle continues.

Keepers and their companions form a gate between mortal life and the spirit world, defined by their bond with each other and the covenant they form. Through esoteric magic, keepers command tiny, unseen spirits, as well as bonds that permeate the multiverse. Drawing on that power, keepers bind the wills of others, discover secrets, summon otherworldly beings, and make their voices heard.

Modest Magic

Seven gods live in every grain of rice. A thousand more live in every meal, and a thousand, thousand more than that in every home. This is the keeper's wisdom. Where other spellcasters call magic from a higher power or from within, keepers learn the names of lesser spirits in their surroundings, form bonds with them, and draw on them for strength.

In this way, keepers captivate the world's attention in their travels, but must be careful to avoid its wrath. Spirits respond well to bold declarations of power and intent, but turn quickly on liars and oathbreakers. Keepers must be careful to keep to their word—at least while the universe is listening.

Open the Gate

All things must come to dust, and spirits are no exception. If they aren't killed, consumed, or even simply starved of energy, a spirit can still fade if it's forgotten. Some of these spirits can even slip from the world entirely, falling through the cracks in creation if they lose their connections to the people, places or objects that anchor them to the mortal world.

To stave off their ending, a spirit might form a covenant with a mortal, tying the two together and granting the spirit a reprieve from having to nourish its dwindling flame. Through this bond, the mortal is immersed in the occult and unearthly, and taught the secrets of spirits, while the spirit is immersed in mortal life so that it might enjoy freedoms and pleasures it otherwise couldn't claim, and flee the jaws of oblivion.

Like any relationship, a keeper and companion must work to maintain the health of their bond throughout their years. If either comes to resent the other, their bond can become toxic and harmful to both parties. Traditionally, the keeper decides the rules, and tightens their companion's bonds if they refuse — but not all relationships are traditional, and the greatest of keepers and companions rely on mutual trust and respect.

Creating a Keeper

As you create your keeper, you should ask yourself two questions above all others; who is your companion, and what are they to you? Did you find and protect a newborn spirit, or come to look after a strange being that hatched from a stone? Were you in danger, and saved by striking a deal with a spirit, or did you hunt and capture one, forcing it to serve you?

Your companion's nature has a great effect on your bond. Are they a celestial who came to you in a moment of need, in return for you spreading their influence? Did you trick a fiend into your service, wielding its true name like a leash? Did you earn the attention of a fey, trading its service for some strange sacrifice you would later regret? Perhaps you even made your companion, raising them from a dead living being or granting them a home within a body of your own construction.

Consider also your spellcasting. Your power comes from your bond with your companion and other spirits, but what of your magical knowledge? Did you companion tutor you in the workings of your newfound power, or were you taught by your family in accordance with age old tradition? You may not even understand the rules, simply figuring them out as you plunge deeper and deeper into the realm of the occult.

Quick Build

You can make a keeper quickly following these suggestions. First, make Charisma your highest ability score, followed by Constitution unless you plan to seal the Covenant of Strife—in which case, make Strength or Dexterity your next-highest ability score. Second, choose the hermit or sage background. Third, choose the *elemental blessing, guidance,* and *frostbite* cantrips, along with the 1st-level spells *cure wounds, detect evil and good,* and *Tasha's hideous laughter.*

Strange Company

However ordinary a keeper's companion may seem, they are fundamentally a different type of being. Many have quirks and habits alien to mortals, and fail to grasp what might seem like simple concepts, such as the passage of time.

Have your companion's quirks ever gotten you in a bind? Are they harmless, even funny, or more sinister than that? Do they try to adapt to common convention, or have you adapted to them? At your option, you can roll on the Strangeness table to inform your companion's habits.

Strangeness

d6	Strangeness
1	Your companion has known your family for ages, and can't tell you apart from your ancestors
2	"How often do mortals need to eat again? Once a month? It can't be once a week, can it?"
3	Your companion wears in a new outfit each time it's summoned. You don't know where they come from—or where they go afterwards.
4	Your companion can't lie. At all. Ever.
5	No matter what you try, your companion can't tell the difference between people and animals.
6	Your companion repeats the same conversations over and over like they haven't happened before.

Relationship

Each keeper has a different relationship with their bound companion. Some are like an owner and a pet, and some are more equal, but all are unique. Equally, a keeper's bond with their companion can change as time advances. A companion that was once rebellious might become more peaceful, while a cruel, domineering keeper might learn to treat their partner with more trust and kindness than before.

Do you resent the relationship you and your companion have, or cherish it? Do you take it for granted? Was it always this way, or has it shifted? At your option, you can roll on the Relationship table to inform the relationship you have.

Relationship

d6	Relationship
1	You and your companion love and trust each other more than anyone else in the world.
2	Your companion is a tool. Not good, not bad, just a tool. It'd be silly to treat it as more than that.
3	For so long as you and your companion obey the terms you agreed on, you're both content.
4	Your companion is a monster. You've transformed it into a weapon against its kind.
5	Secretly, you're afraid of your companion. It obeys your commands, but for how long?
6	Your companion holds the power, not you, and it forces you to follow certain demands.

New Spells

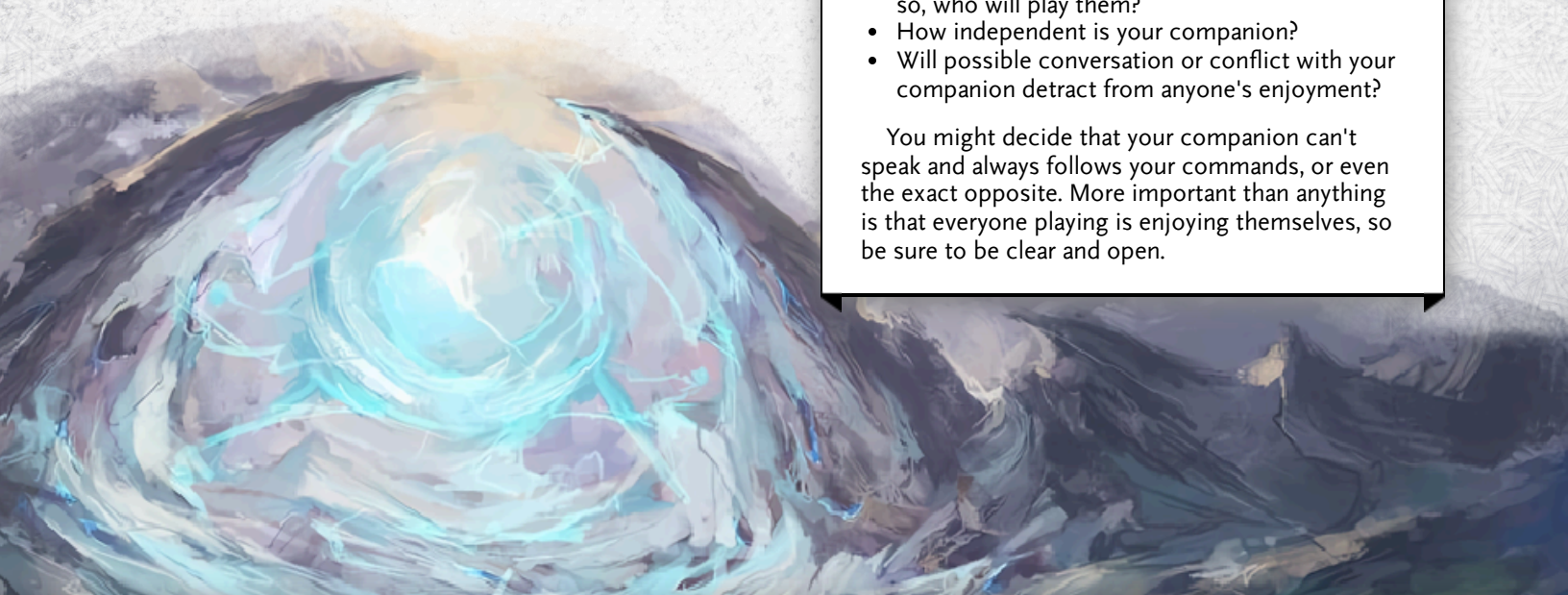
The Keeper introduces several new spell options. Spells marked with ^{KS} can be found at the end of the document.

Your Companion

A keeper's companion is an intelligent creature, potentially able to speak and give its opinion. Some players might find the addition of another creature distracting. As you create your companion, discuss several things with your DM and fellow players:

- Will your companion speak in social scenes? If so, who will play them?
- How independent is your companion?
- Will possible conversation or conflict with your companion detract from anyone's enjoyment?

You might decide that your companion can't speak and always follows your commands, or even the exact opposite. More important than anything is that everyone playing is enjoying themselves, so be sure to be clear and open.



The Keeper

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	—Spell Slots per Spell Level— 1st	2nd	3rd	4th	5th
1st	+2	Bound Companion, Spellcasting	3	3	2	—	—	—	—
2nd	+2	Well of Power	3	4	2	—	—	—	—
3rd	+2	Spirit Covenant	3	5	3	—	—	—	—
4th	+2	Ability Score Improvement	4	6	3	—	—	—	—
5th	+3	Living Bond	4	7	4	2	—	—	—
6th	+3	Spirit Covenant feature	4	8	4	2	—	—	—
7th	+3	Spirit Gate	4	9	4	3	—	—	—
8th	+3	Ability Score Improvement	4	10	4	3	—	—	—
9th	+4	—	4	11	4	3	2	—	—
10th	+4	Spirit Covenant feature	5	11	4	3	2	—	—
11th	+4	Battlesworn	5	12	4	3	3	—	—
12th	+4	Ability Score Improvement	5	12	4	3	3	—	—
13th	+5	—	5	13	4	3	3	1	—
14th	+5	Witch Gate (5th level)	5	14	4	3	3	1	—
15th	+5	Spirit Covenant feature	5	15	4	3	3	2	—
16th	+5	Ability Score Improvement	5	15	4	3	3	2	—
17th	+6	Witch Gate (6th level)	5	17	4	3	3	3	1
18th	+6	Lifebound	5	17	4	3	3	3	1
19th	+6	Ability Score Improvement	5	18	4	3	3	3	2
20th	+6	Witch Gate (7th level), World Gate	5	19	4	3	3	3	2

Class Features

As a keeper, you gain the following class features.

Hit Points

Hit Dice: 1d8 per keeper level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modiier per keeper level after 1st

Proficiencies

Armour: Light armour
Weapons: Simple weapons
Tools: None

Saving Throws: Constitution, Charisma
Skills: Choose two from Animal Handling, Arcana, History, Insight, Intimidation, Medicine, Perception, Performance, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a quarterstaff or *(b)* any simple weapon
- *(a)* an explorer's pack or *(b)* a priest's pack
- Leather armour, two daggers, and a component pouch

Alternatively, you can start with 4d4 x 10 gp and spend it on items from Chapter 5 of the *Player's Handbook.*

Multiclassing

Multiclassing as a keeper uses the following rules.

Prerequisites. The prerequisite for multiclassing as a keeper is a Charisma score of 13 or higher.

Proficiencies. When you multiclass into keeper, you gain proficiency in light armour and with simple weapons. When determining your total spell slots, you add half your keeper level to your total using the Multiclass Spellcaster table.

Bound Companion

You have performed an occult ritual with a spirit, binding the pair of you together. Using your action, you can summon your bound companion in an unoccupied space you can see within 30 feet of you, or cause it to vanish again. It is friendly to you and your companions, obeys your commands, and it uses the Bound Companion stat block, modified in the following ways:

- It uses your proficiency bonus (PB) in several places.
- You choose your companion's creature type, which can be any type except humanoid.
- You choose if your companion is Small, Medium, or Large.
- You choose your companion's damage type, which can be any type. This choice determines the damage of its Strike, and affects other Keeper features you gain.

You also determine your companion's appearance and its personality, and whether or not your companion can speak; your choice has no effect on its game statistics. In addition, choose an aspect from the list of Companion Aspects.

In combat, your companion acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you use a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, it can take any action of its choice.

When your companion dies, it vanishes, and you can't summon it until you finish a short or long rest, at which point it reappears at your side with all its hit points. By spending 1 minute performing a healing ritual and expending a spell slot of 1st level or higher, you can touch your companion, causing it to regain all lost hit points. Your companion also regains all lost hit points during a short rest.

Bound Companion

Small, Medium, or Large creature, any alignment

Armor Class 13 + PB
Hit Points 2 + your Charisma modifier + five times your Keeper level (your companion has a number of hit die [d8s] equal to your keeper level)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Con +2 plus PB, Cha +2 plus PB
Skills Two skills of your choice +2 plus PB
Senses passive Perception 12
Languages understands the languages you speak
Challenge equals your level **PB** equals your bonus

Actions

Strike. *Melee weapon attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + PB damage of your companion's type.

The damage of this attack increases by 1d6 when you reach 5th level, 11th level, and 17th level.

Companion Aspects

Your companion's aspect determines its general shape, traits, and strengths. Each aspect represents many different forms—for example, the Hurling aspect could represent an archer, an acid-spitting ooze, or even a stone-hurling golem.

Hunting

This aspect can represent anything fast and powerful, such as a dire wolf, elk, minotaur, sabre-toothed tiger, or hell hound.

Charge. If your companion moves at least 20 feet toward a creature and hits it with its Strike on the same turn, it can try to shove the target as a bonus action.

Quick. Your companion's base walking speed is 50 feet.

Hurling

This aspect can represent anything magically charged or well armed, such as an elemental, manticore, or barbed devil.

Hardy. If your companion's damage type isn't bludgeoning, piercing, or slashing, it has immunity to that damage type. If it is, your companion has advantage on saving throws against being knocked prone and against forced movement.

Ranged. Your companion can make ranged attacks. These attacks are ranged weapon attacks (range 90 ft.) that use the same attack and damage rolls as its Strike attack.

Skulking

This aspect can represent anything dark and opportunistic, such as a shade, phantom, will o' the wisp, or cat-sìth

Escape. Your companion doesn't provoke oppoortunity attacks when it moves out of an enemy's reach.

Umbral. Your companion can move through spaces as narrow as 1-inch wide without squeezing, and has darkvision out to a range of 60 feet. Your companion can't discern colour in darkness, only shades of grey.

Soaring

This aspect can represent anything airborne and watchful, such as a griffon, drake, gargoyle, demon or devil, or valkyrie.

Keen Eyed. Your companion has advantage on Wisdom (Perception) checks that rely on sight.

Winged. Your companion gains a flying speed of 40 feet. It can't fly while it's mounted or while grappling a creature until you reach 5th level in this class.

Stinging

This aspect can represent anything toxic and clinging, such as a snake, venomous lizard, spider, or spore monster.

Toxic Strike. When your companion hits a creature with its Strike, that creature has disadvantage on its next attack roll before your next turn.

Wallcrawler. Your companion can climb difficult surfaces, including across ceilings, without making an ability check. It also gains a climbing speed equal to its walking speed.

Swimming

This aspect can represent anything aquatic and ensnaring, such as an octopus, toad, kelpie, or grindylow.

Amphibious. Your companion can breathe air and water, and has a swimming speed of 40 feet.

Grasping. When your companion hits a creature with its Strike, it can try to grapple the target as a bonus action. It has advantage on attack rolls against creatures grappled by it.

Warding

This aspect can represent anything sturdy or tenacious, such as a tortoise, bear, or zombie, or a suit of animated armour.

Defend. When a creature within 5 feet of your companion is hit by an attack and your companion can see the attacker, it can defend the target using its reaction. The target takes half the attack's damage, and your companion takes the rest.

Tough. Your companion's hit point maximum is 2 higher, increasing by 2 again whenever you gain a level in this class.

Spellcasting

You've earned the attention of the world around you, and established yourself as a force of change. See Chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the end of this document for the Keeper spell list.

Spell Slots

The Keeper table shows how many spell slots you have to cast your keeper spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all of your expended keeper spell slots when you finish a long rest.

For example, if you know the 1st-level spell *healing word* and have a 1st-level and a 2nd-level spell slot available, you can cast *healing word* using either slot.

Spells Known

You know three 1st-level spells of your choice from the keeper spell list.

The Spells Known column of the Keeper table shows when you learn more keeper spells of your choice. Each of these spells must be of a level for which you have keeper spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the keeper spells you know and replace it with another spell from the keeper spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your keeper spells, since their power comes from commanding the world around you. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a keeper spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

You can cast any keeper spell you know as a ritual if that spell has the ritual tag.

Mix and Match

The aspects above represent many forms that your companion could take, but not all of them. If you're having trouble creating your ideal companion using the options available, your DM might let you create a new aspect by choosing two traits from different aspects and assigning them to your companion.

For example, you could combine the Stinging aspect's Toxic Strike with the Swimming aspect's Amphibious to represent a deadly jellyfish.

A new aspect should be no more powerful than the aspects described above. The DM has final say on which traits you can combine (if any). Exercise caution—combining some traits, such as Ranged and Winged or a pair of two traits that affect your companion's attacks can unbalance the game.

Well of Power

Beginning at 2nd level, you can touch your companion and spend 1 minute drawing power from it to recover expended spell slots, which can have a combined level no greater than half your keeper level (rounded up). None of the slots can be 6th level or higher.

Once you use this feature, you can't use it again until you finish a long rest.

Spirit Covenant

At 3rd level, you establish the bond between you and your companion, and the gate you form between the mortal world and the spiritual world. Choose the Covenant of Chains, the Covenant of Strife, or the Covenant of Unity.

Your choice grants you features at 3rd level, and again 6th, 10th, and 15th level. Those features include covenant spells.

Covenant Spells

Each covenant has a list of spells—its covenant spells—you gain at the keeper levels noted in the covenant description. These spells count as keeper spells for you, but don't count against your number of keeper spells known.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Living Bond

Starting at 5th level, the damage of your companion's Strike increases, as shown in the Bound Companion stat block. The damage increases again at 11th level and at 17th level.

Additionally, your companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Spirit Gate

Starting at 7th level, you can use a bonus action while your companion is within 120 feet of you to teleport it to the nearest unoccupied space within 5 feet of you, or to teleport to the nearest unoccupied space within 5 feet of it. Alternatively, you both teleport, swapping places.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Battlesworn

Beginning at 11th level, when your companion's Strike misses, you can reroll the attack if you can see the target. You can use this feature only once on each of your turns.

Witch Gate

By 14th level, your companion is a gate to a world of magic, and you are the key. You gain one 5th-level keeper spell slot, in addition to the spell slots on the Keeper table.

At higher levels, you gain additional keeper spell slots: one 6th level spell slot at 17th level, and one 7th level spell slot at 20th level. You regain all of your expended keeper spell slots when you finish a long rest.

Lifebound

Beginning at 18th level, you and your companion are forever linked, and you can draw on that bond to heal either yourself or your companion, staving off even fatal injuries.

Once you this feature, you can't use it again until you finish a long rest.

Companion. When your companion is reduced to 0 hit points, you can cause it to regain a number of hit points equal to half its hit point maximum if you can see it. Alternatively, if your companion is dead, you can use your action to return it to life with half its hit points. If you do, you can summon it in an unoccupied space you can see within 30 feet of you.

Keeper. When you're reduced to 0 hit points while your companion can see you, you can instead regain a number of hit points equal to half your hit point maximum. Alternatively, if you have 0 hit points, your companion can use its action to touch you, causing you to regain a number of hit points equal to half your hit point maximum. When it does, you can stand up if you were prone.

World Gate

At 20th level, you are a key to the world of the living, and your companion is the gate. If your companion finishes a long rest and you're dead, you reform at its side with all your hit points, and your original body fades away, leaving your equipment on the ground. You can reform as a younger version of yourself, if you wish.

Spirit Covenants

Each covenant defines the relationship between keeper and companion. Two of the covenants below are among the most ancient covenants sealed by keepers since time immemorial, while the third—the covenant of Unity—is a newer creation, a part of an attempt to foster better understanding with spirits.

Keepers are rarely united by sharing the same covenant with another keeper. Though sealing such a deep bond with their companion can make a keeper more empathetic, it can just as easily make them suspicious of those they lack such a tie with. When keepers of different covenants meet, however, mutual curiosity and bargaining can delay any competition.

Covenant of Chains

The Covenant of Chains marks the keeper as master, and a companion one of many servants or partners. Keepers of the chain are bound to more than one spirit, and can call on each one of them to suit their changing needs.

Though the symbol of the chain implies subservience, a keeper who swears this covenant isn't necessarily controlling or cruel. A chain keeper's companions and summoned beings could be anything from a group of employees to your family.

Covenant Spells

You gain covenant spells at the keeper levels listed.

Covenant of Chains Spells

Keeper Level	Spell
3rd	*command, find familiar*
5th	*hold person, summon beast*[TCE]
9th	*spirit guardians, tiny servant*[XGE]
13th	*dominate beast, summon elemental*[TCE]
14th	*dominate person, planar binding*

Circle of Spirits

When you seal this covenant at 3rd level, you bind yourself to a second spirit using your Bound Companion feature. You choose its statistics and its aspect the same way as your first companion, as well as the spirit's personality, its appearance, and whether or not the spirit can speak.

You can only have one companion at a time. You can change which of your spirits serves as your companion when you finish a long rest. You can also change which spirit serves as your companion by spending 1 minute performing a ritual—you can't do so again until you finish a long rest, unless you expend a spell slot for each ritual after the first.

When you change the spirit serving as your companion, you summon the new companion in an unoccupied space you can see within 30 feet of you with all its hit points. Thereafter, that spirit appears whenever you summon your companion.

You bind yourself to another spirit when you reach 6th level in this class, and again at 10th level and 15th level. When you do, the choices you make should reflect the spirits you've met and places you've visited on your adventures.

Spirit Infusion

Starting at 6th level, when you cast a spell that targets your companion using your action, you can infuse it with spiritual power. The next time that your companion hits with its Strike before the end of the turn, it deals extra damage to the target. The damage is 1d4 for a cantrip, plus 1d4 per spell level for a spell of 1st level or higher.

Ever Faithful

Starting when you reach 10th level, you can use your action to change which spirit is serving as your companion.

Once you use this feature, you can't do so again until you finish a long rest.

Hands of the Witch

Beginning at 15th level, you can have two companions at the same time, and you can command both with the same bonus action. When you change which of your spirits are serving as your companions, you can change either or both.

If a keeper feature you use targets your companion, you choose which it affects. For example, you can use your Spirit Gate to teleport to either of your companions.

Covenant of Strife

The Strife Covenant is a bond of conflict, and forever marks a companion as either fierce ally or living weapon. No keeper is more at home in war than a strife keeper, and keepers and companions bound this way fight with incredible tenacity and matchless harmony. Few die old, and fewer die peacefully.

Keepers of strife rarely seal this covenant without a good reason, often holding a mission or grudge close to their heart. If the keeper (or companion) reaches their goal, however, they may find themselves lost—if your covenant is a weapon, what do you do with it when the fighting's done?

Covenant Spells

You gain covenant spells at the keeper levels listed.

Covenant of Strife Spells

Keeper Level	Spell
3rd	*cause fear,*[XGE] *shield*
5th	*blade step,* enhance ability*
9th	*enemies abound,*[XGE] *haste*
13th	*confusion, shadow of moil*[XGE]
14th	*antilife shell, steel wind strike*[XGE]

The *blade step* spell can be found at the end of the document.

Lessons in Strife

When you seal this covenant at 3rd level, you gain proficiency with martial weapons, medium armour, and shields.

Additionally, you're always ready for conflict. You and your companion can't sleep or be forced to sleep and don't need to. You can still be knocked unconscious. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as pacing and keeping watch.

Flow of Battle

Also at 3rd level, you learn special exploits you can use with your companion. You learn three of the following exploits of your choice. Once you use one of your exploits, you can't use exploits again that turn.

When you gain a level in this class, you can replace one exploit you know with another. You also learn one additional exploit of your choice at 6th, 10th, and 15th level.

Channel. You can cast a spell as though you were in your companion's space, though you must use your own senses.

Corner. When you or your companion attacks a creature the other attacked this turn, you can corner it. Until your next turn, the creature has disadvantage on all attack rolls against targets other than you and your companion.

Focus. When you or your companion hits a creature with an attack, the other can gain advantage on their next attack roll against the target this turn.

Guard. While mounted on your companion, you can force an attack targeted at one of you to target the other.

Push. When you or your companion attacks a creature the other attacked this turn, you can push the target up to 10 feet away from the attacker on a hit.

Rush. When you or your companion attacks a creature, the other can move up to half their speed without provoking opportunity attacks from the target.

Savage. When you or your companion attack a creature on your turn and have advantage on the attack roll, you can forgo advantage on that roll. If you do, the other can make one weapon attack against the target.

Trip. When you or your companion attacks a creature the other attacked this turn, you can force the target to make a Strength saving throw on a hit (DC equals your keeper spell save DC). On a failed save, the target falls prone.

Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Spirit Frenzy

Starting at 10th level, if your turn ends in combat and you or your companion attacked a hostile creature that turn, both of you gain temporary hit points equal to 1d6 + half your keeper level. These temporary hit points last until your next turn.

Strife's Shadow

Beginning at 15th level, you can make any spell you cast that targets only you also target your companion.

Covenant of Unity

Each keeper shares a powerful bond with their companion, but the Covenant of Unity marks both as one half of a whole. This intimate relationship blurs the line between keeper and companion, giving both special insight into the other's world.

So great is the bond between keepers of unity and their companions that the two can become a single, merged being. These merged beings embody the relationship between each partner, their mind and body shaped by that connection, and are just as resilient as the kinship between their halves.

Covenant Spells

You gain covenant spells at the keeper levels listed.

Covenant of Unity Spells

Keeper Level	Spell
3rd	*absorb elements, cure wounds*
5th	*calm emotions, prayer of healing*
9th	*life transference,*[XGE] *vampiric touch*
13th	*aura of life, charm monster*[XGE]
14th	*circle of power, enervation*[XGE]

Unity

Starting when you choose this covenant at 3rd level, you can use your action to touch your companion and unify with it, merging into a single creature. Your companion vanishes, and you can't summon it again while unified this way.

While unified, you gain the following benefits:

- You add your companion's hit point maximum and current hit points to your own.
- Your AC equals 13 + your proficiency bonus if the armour you wear would leave you with a lower AC.
- You can use your companion's Strike as an attack option with the Attack action. You can make one attack with it as a bonus action, even if you don't use your action to attack.
- Whenever you make an ability check or saving throw, you can use your companion's statistics or your own.
- You gain the benefit of your companion's traits and you can use them as if you were your companion. You can use your companion's senses, speeds, and proficiencies in addition to your own. If it has a flying speed, you can't use it until you reach 5th level in this class.

You can stay in this form for a number of hours equal to half your keeper level. You and your companion then revert to seperate forms unless you expend another use of this feature. You can revert early using your action. You also revert early if you fall unconscious, you drop to 0 hit points, or you die.

When you revert, your companion appears in the nearest unoccupied space within 5 feet of you, and you divide any of your remaining hit points as evenly as possible between you and your companion. If you revert with 0 hit points, you and your companion both fall unconscious and begin dying.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Stronger Together

Beginning at 6th level, when you or your companion take damage while you're unified or within 10 feet of each other, you can use your reaction and draw on the strength of your bond to create one of the following effects:

- You halve the damage dealt to you or your companion.
- If the damage was dealt by an attacker that you can see, you can deal 2d6 damage of your companion's type to it. If you're unified, you can add your Charisma modifier to the damage dealt.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Kindred Spirit

Starting at 10th level, when you roll for initiative, you and your companion can move up to your speed directly towards each other if you aren't surprised and you can see each other (no action required). If you end the move within 5 feet of your companion, you can immediately use your Unity feature.

When you unify with your companion, or as an action while unified, you can expend one spell slot to regain 2d8 hit points per level of the spell slot expended.

Synthesis

Beginning when you reach 15th level in this class, you and your companion can stay unified indefinitely, only reverting if you fall unconscious, if you drop to 0 hit points, or if you die.

Additionally, while unified, you can make two attacks with your companion's Strike as a bonus action, even if you don't use your action to attack, and you have advantage on saving throws against spells and other magical effects.

Keeper Spell List

The following spells are presented in alphabetical order.

Cantrips

- Chill Touch
- Control Flames[XGE]
- Create Bonfire[XGE]
- Dancing Lights
- Elemental Blessing[KS]
- Friends
- Frostbite[XGE]
- Guidance
- Gust[XGE]
- Infestation[XGE]
- Mold Earth[XGE]
- Resistance
- Shamanic Command[KS]
- Shape Water[XGE]
- Shocking Grasp
- Spare the Dying
- Thunderclap[XGE]

1st Level

- Alarm
- Animal Friendship
- Bane
- Bless
- Cause Fear[XGE]
- Charm Person
- Command
- Compelled Duel
- Cure Wounds
- Comprehend Languages
- Detect Evil and Good
- Detect Magic
- Disguise Self
- Heroism
- Identify
- Practitioner's Rites[KS]
- Purify Food and Drink
- Speak With Animals
- Spirit Dive[KS]
- Tasha's Hideous Laughter
- Unseen Servant

2nd Level

- Aid
- Animal Messenger
- Arcane Lock
- Augury
- Bind Implement[KS]
- Calm Emotions
- Enhance Ability
- Enthrall
- Gentle Repose
- Guise[KS]
- Invisibility
- Knock
- Lesser Restoration
- Locate Animals or Plants
- Locate Object
- Nystul's Magic Aura
- See Invisibility
- Skywrite[XGE]
- Summon Beast[TCE]

3rd Level

- Animate Dead
- Clairvoyance
- Dispel Magic
- Glyph of Warding
- Magic Circle
- Nondetection
- Phantom Steed
- Sending
- Speak With Dead
- Speak With Plants
- Spirit Flood[KS]
- Spirit Shroud[TCE]
- Summon Fey[TCE]
- Summon Shadowspawn[TCE]
- Summon Undead[TCE]
- Tongues

4th Level

- Arcane Eye
- Banishment
- Charm Monster[XGE]
- Dimension Door
- Elemental Bane[XGE]
- Locate Creature
- Mordenkainen's Private Sanctum
- Polymorph
- Summon Aberration[TCE]
- Summon Construct[TCE]
- Summon Elemental[TCE]
- Summon Greater Demon[XGE]
- Vengeful Spirits[KS]

5th Level

- Animate Objects
- Bind Demesne[KS]
- Commune With Nature
- Conjure Elemental
- Contact Other Plane
- Danse Macabre[XGE]
- Dispel Evil and Good
- Dream
- Geas
- Greater Restoration
- Hallow
- Infernal Calling[XGE]
- Insect Plague
- Planar Binding
- Scrying
- Summon Celestial[TCE]
- Summon Draconic Spirit[FTD]
- Teleportation Circle

6th Level

- Arcane Gate
- Conjure Fey
- Create Undead
- Forbiddance
- Magic Jar
- Planar Ally
- Soul Cage[XGE]
- Summon Fiend[TCE]
- True Seeing

7th Level

- Conjure Celestial
- Etherealness
- Plane Shift
- Power Word Pain
- Symbol
- Teleport

Spell: Blade Step

The spell *blade step* is among the covenant spells for the Covenant of Strife.

Blade Step

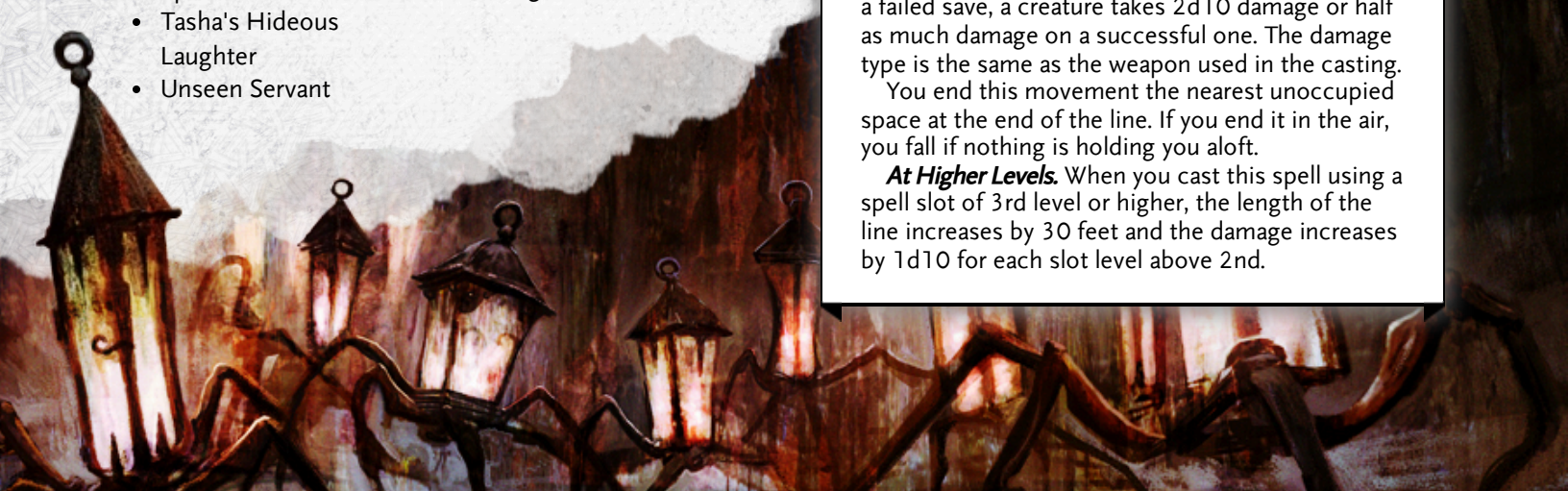
2nd-level transmutation

Classes: Ranger, Warlock, Wizard
Casting Time: 1 action
Range: Self (30-foot line)
Components: S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You dash with impossible speed in line up to 30 feet long in a direction you choose. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 2d10 damage or half as much damage on a successful one. The damage type is the same as the weapon used in the casting.

You end this movement the nearest unoccupied space at the end of the line. If you end it in the air, you fall if nothing is holding you aloft.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the length of the line increases by 30 feet and the damage increases by 1d10 for each slot level above 2nd.



Elemental Blessing

Conjuration cantrip

Classes: Druid, Keeper
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 round

You beckon elemental spirits to infuse a creature. Choose an area of air, earth, fire, or water, and a willing creature you can see within range. Spirits kin to the area you choose infuse the target creature. For example, flame spirits could erupt from a torch, and water spirits could emerge from a waterskin.

The next time the infused target hits with an attack before your next turn, the attack deals an extra 1d8 damage to the target. The damage type is bludgeoning (earth), cold (water), fire (fire), or lightning (air).

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Shamanic Command

Transmutation cantrip

Classes: Keeper
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

Choose a summoned creature within range that obeys your commands, such as a spirit summoned by the *summon beast* spell. If the target can hear you, it can Attack (one attack only), Hide, or move up to its speed using its reaction.

Practitioner's Rites

1st-level conjuration (ritual)

Classes: Keeper
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (Chalk and a handful of edible food, which the spell consumes)
Duration: Instantaneous

You entreat a boon from nearby spirits. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting.

Elegy. You speak the name of a dead creature, and imbue an object or creature precious to it in life, such as a treasured belonging or a loved one, with sweet nostalgia. If the creature became an undead with unfinished business, such as a ghost or poltergeist, and is within 1 mile of you, it must succeed on a Wisdom saving throw or spend its turns moving as close to the target as it can for 1 hour or until it takes damage.

Fertility. A willing creature you touch is imbued with life. Any attempts the affected creature makes to conceive a child within the next 24 hours become successful. If the creature is pregnant, the pregnancy can't fail for the next month, and any disease affecting the creature will not harm their offspring.

Sanctuary. A nonmagical, unintelligent animal—including most beasts and some monstrosities (at the DM's discretion)—is shepherded by gentle spirits. Until the target finds a safe habitat, it is led to the nearest sources of food, water, and any place it can rest, and away from hunters and trappers.

Warding. A building is protected by spirits until you leave or you fall unconscious. As part of casting the spell, you touch a number of thresholds, such as doors or windows. While the protection lasts, each threshold has resistance to all damage. A celestial, elemental, fey, fiend, or undead attempting to enter must first make a Charisma saving throw. On a failure, it can't can't willingly enter the building this turn.

Spirit Dive

1st-level conjuration

Classes: Keeper, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You briefly empower a summoned creature within range that obeys your commands, such as a spirit summoned by the *find familiar* spell. If it can hear you, the target can use its reaction to teleport up to 30 feet to an unoccupied space it can see.

Each creature other than the target within 10 feet of the space it appears in must succeed on a Dexterity saving throw or take 2d8 force damage.

Bind Implement

2nd-level transmutation (ritual)

Classes: Keeper
Casting Time: 24 hours
Range: Touch
Components: V, S, M (herbs and incense worth at least 100 gp, which the spell consumes, and an item small and light enough for you to carry in one or both hands)
Duration: Instantaneous

This ancient ritual was taught to the first keepers, and binds you to an item. A spellcaster's implement says a lot about the persona they project to the world; a spellcaster who makes a weapon their implement is always ready for violence, while a standard suggests devotion to a cause or movement.

You can use your bound implement as a spellcasting focus for spells you cast, and if you finish a short or long rest and it isn't on your person, you can have it reappear in your hands.

You can't have more than one implement bonded by this spell at a time. Your bond with the implement is broken if you die, if it's destroyed, or if you cast this spell again.

While on your person, your implement gives you additional benefits based on the type of object it is:

Arm. If your implement is a weapon, staff, chain, or similar object, you can't be disarmed of it while you're conscious.

Icon. If your implement is a talisman, emblem, ring, or similar object, you can use it as a spellcasting focus without holding it in hand as long as you wear it visibly.

Tool. If your implement is a tool you're proficient with, your proficiency bonus is doubled for checks you make with it.

Trinket. If your implement is a personal treasure, skull, coin, lamp, or similar, you stablise if you start your turn dying.

Vessel. If your implement is a chalice, chest, goblet, or similar, you gain temporary hit points when you finish a short or long rest equal to your spellcasting ability modifier.

Other. At the DM's option, an implement not listed above might give you an alternative benefit, but it should be no more powerful than those described above.

Guise

2nd-level transmutation (ritual)

Classes: Druid, Keeper, Warlock, Wizard
Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: 8 hours

You touch a Large or smaller willing creature and grant it the guise of a Small or smaller beast you choose for the duration. This spell has no effect on humanoids or beasts.

Any equipment the creature has is absorbed or borne by its new form (its choice). While disguised, the creature's size and speed are replaced by its new form's. The creature's statistics are otherwise unchanged. This new appearance resembles its true self in some way. For example, a unicorn could become a horse, and a dragon could take the form of a small lizard.

The spell ends early if the creature uses its action to end it. It also ends early if the creature attacks, casts a spell, or uses a magical ability, or if you use an action to dismiss it.

Spirit Flood

3rd-level evocation

Classes: Druid, Keeper
Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, S
Duration: Instantaneous

Whirling spirits surround you, lashing out at your enemies. Each creature of your choice that you can see within 10 feet of you must make a Constitution saving throw. A target takes 3d12 force damage on a failure, or half as much on a success.

As part of casting the spell, you can cause the spirits to surround a summoned creature you can see within 60 feet of you that obeys your commands. Each creature of your choice that you can see within 10 feet of the target must also make a saving throw against the spell. A creature in both areas is only affected by the spell once.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 4th.

Vengeful Spirits

4th-level evocation

Classes: Keeper
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a dead creature's beloved possession)
Duration: Instantaneous

Vengeful spirits briefly inhabit up to five other creatures you can see within range. Each of the targets can use its reaction to Attack (one weapon attack only), Cast a Spell (cantrip only), or move up to its speed. Each creature that attacks or targets another creature with a harmful spell must target the nearest hostile creature that they can see with the attack or spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the vengeful spirits can inhabit one additional creature for each slot level above 4th.

Credits

Created By: u/NotTheSmoooze. You can find more of my work *here*, and support me *here*
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Keeper Class Symbol: *Game Icons*

Bind Demesne

5th-level transmutation (ritual)

Classes: Keeper
Casting Time: 24 hours
Range: Touch
Components: V, S, M (herbs and incense worth at least 1,000 gp, which the spell consumes)
Duration: Instantaneous

This ancient ritual was taught to the first keepers, and binds you to a place. As part of casting the spell, you claim an area, which can be as small as a room or as large as a fortress, but can be no larger than 500 feet on a side.

When you begin casting this spell, each creature within 1 mile of you with an Intelligence score of 6 or greater becomes aware of your claim and the effects of the spell. If you manage to finish the ritual, you make the area your demesne.

Within your demesne, you can shape reality to your will. You can spend 1 minute transforming an area you can see in your demesne no larger than a 20-foot cube, destroying solid structures, raising or depressing land, changing the weather and temperature, creating sounds and smells, or altering the material of a structure or surface—such as transforming dirt into stone, wood, ice, or flesh. You can heavily obscure areas with fog. Materials you create using your demesne disappear if removed from it, and food you create nourishes only you.

If you create or summon a creature with a spell within your demesne and it obeys your commands, you can bind it to your demesne until you bind another summoned creature this way. If you do, the spell doesn't require concentration, and instead lasts until dispelled or until the creature leaves the demesne.

After casting this spell, you can't cast it again unless your demesne is destroyed or you willingly sever your bond to it. If you lose your demesne, you take a -7 penalty to ability checks, reduced by 1 each time you finish a long rest. Your bond ends if you die and aren't resurrected within 7 days. Your demesne can't be claimed by other spellcasters while the bond lasts.